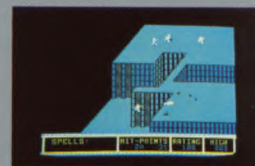
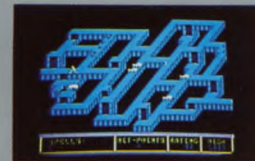
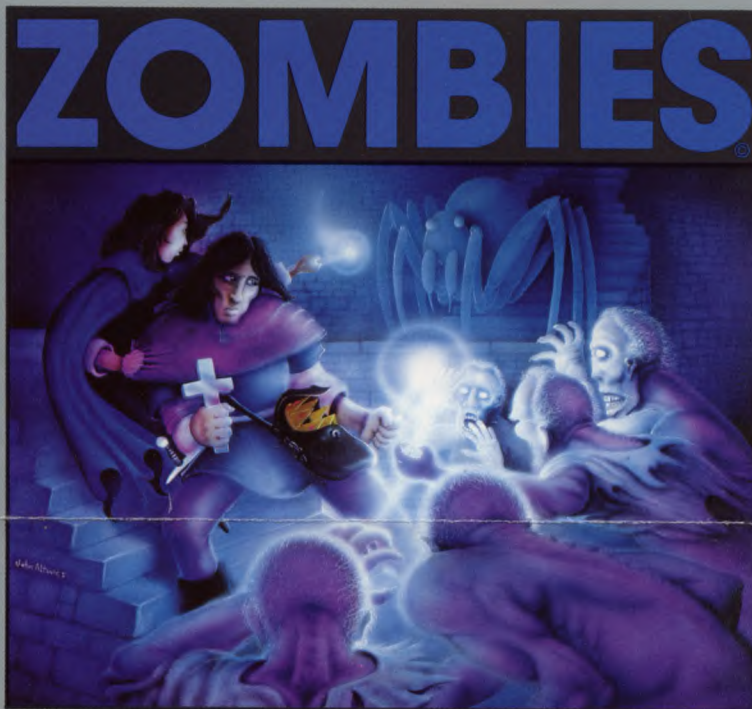
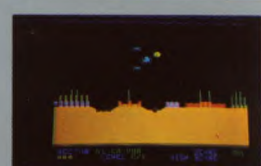
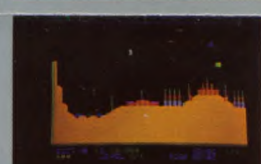
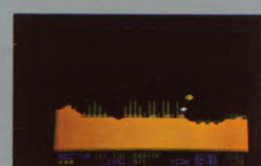
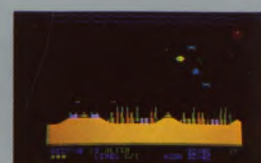
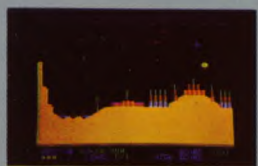
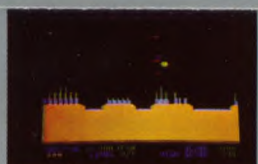
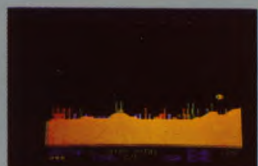
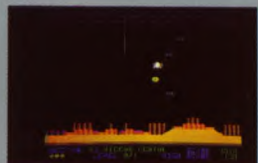


Two for the ATARI* from **BRAM Inc.** by Mike Edwards



The exciting new arcade hit that features scrolling 3D graphics, on-line instructions, one or two player cooperative, seven different dungeons, 74 different screens, high score save to disk, full sound and color, zombies, poisonous snakes, giant spiders, evil orbs, scrolls, talismans, magic spells, lost crowns and spectacular underground scenery. 48K tape and disk. \$34.95



If you're ready for the most challenging arcade space-war game, you're ready for ATTACK at EP-CYG-4. This is an adventure for experienced arcaders. EP-CYG-4 features 3 missions, 130 screens*, Tartillian attack fighters, Cruisers, ground batteries, landscapes, seascapes, Gravitrion drive ships, Lyso-blast weapons, advanced joy stick controls, one or two player cooperative.

"I'd recommend EP-CYG-4 to any gamer who is looking for new concepts and challenges in his or her gaming life." D. Duberman, December, 1982 ANTIC

*Disk 32K \$32.95; tape 16K \$29.95; 2 missions, 70 screens

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ZOMBIES

by Mike Edwards

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ZOMBIES is a new, fast action original arcade game for the ATARI* 400/600/800/1200 computers. ZOMBIES features a dungeons/sorcery motif, requires 48K RAM and is available on disk and tape for \$34.95.

ZOMBIES features scrolling 3-D graphics, on-line instructions, one-player and cooperative two-player modes, two levels of difficulty, seven different dungeons of varying challenge, a total of 74 different screens, high score save to disk, full sound and color, zombies, poisonous snakes, giant spiders, evil orbs, scrolls, talismans, magical spells, lost crowns, and spectacular underground scenery.

The object of the game is to retrieve the seven enchanted crowns of the middle kingdoms. The crowns have been stolen by the evil cleric Wistrik. Wistrik has hidden a crown in each of his seven dungeon strongholds. There, the crowns are protected by legions of zombies, snakes, spiders, and evil orbs. You must avoid these denizens while finding your way deeper and deeper into the dungeons. Your only protection is your spells, talismans, quick feet, and quick minds.

ZOMBIES is a *great* one-player game. In addition, the two player game provides what we think is easily the *best* two-player cooperative arcade game available.

TECHNICAL DETAILS:

- The playfield graphics are 3 dimensional (oblique projection)
- The playfield is built up from 4-color characters (antic mode 4) that are actually drawn on the screen in antic mode E.
- The protagonists are players 2 and 3. The antagonists are made up from players 0, 1, and the missiles. "Snip" techniques are used to allow multiple incarnations of the antagonist player/missiles.
- The protagonists and antagonists are animated using 4-phase and 6-phase animation with four postures each.
- When the protagonists leave each room, the playfield scrolls to a new room. The program scrolls in all four directions.
- Player movement is consistent with the oblique view (ie, towards and away movement is oblique).

NOTES FROM THE AUTHOR ON THE DESIGN OF ZOMBIES

As a game progresses from the initial concept to a finished product, it, of course, goes through many changes. The funny thing is that ZOMBIES started out as a game somewhat akin to football. But throughout this process of evolution I had some specific design concepts in mind.

The most important concept was that the game could be played against the computer by one player or by two players playing simultaneously as a partnership. There has always been a lack of cooperative two player games. I enjoy playing games with my 7 year old son but we don't like to compete against each other and we don't like taking turns against the computer. ZOMBIES has worked out well in this regard. In the two player game both players must exercise teamwork to be able to survive and a strong player matched with a weaker player can work well together (with the stronger player being able to help out the weaker player).

I also wanted to get away from "shoot 'em ups" and to use objects to block the protagonists rather than eliminate them. The concept of dropping crosses as a means of fending off the bad guys was a natural, straight from the late-night monster movies. Implementing this turned out to be quite difficult. The playfield was designed to be built up of "antic-mode-4" characters. But

how then do you superimpose the little crosses? The answer? Emulate antic-mode-4 using antic-mode-E!

I'm a real fan of Dungeons and Dragons (and now I have to say: "a trademark of TSR, Inc."). So it is not unusual that the motif of the game turned out to be what it is. And the concept of hit-points is a natural for the "death mechanism". I have always objected to having multiple lives in a game (after all, we're not cats). I'm happy to report that in ZOMBIES, when you're dead, you're dead. Well almost; there is the fun feature of resurrecting your dead partner in the two player game.

I have always gotten tired of games that have only a few screens. But I've always enjoyed adventure games where a new room lay just around the corner. That's why in ZOMBIES I built seven different dungeons with a total of 74 rooms. The most fun to build was the 7th dungeon, "The Realm of the Impossible". Someone (I can't remember who) commented on how neat an M.C. Escher drawing would look in ZOMBIES graphics. That was the best idea I'd heard all month. Hence dungeon 7 contains "Escher-like" mindbenders.

Mike Edwards

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